

Control

ALU

ALU

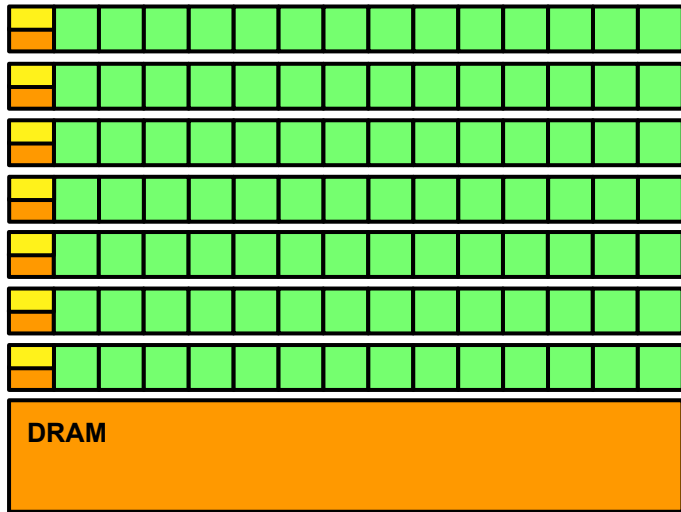
ALU

ALU

Cache

DRAM

CPU



DRAM

GPU